

SURVIVE A NIGHTMARE

NIGHTMARE OF MADNESS

Designed and edited by Damián Jiménez



© All rights reserved.

SURVIVE A NIGHTMARE

NIGHTMARE OF MADNESS

Welcome to the expansion set "Survive Nightmare - Nightmare of Madness"

In this expansion set you will find new possibilities when playing "Survive Nightmare".

Within your nightmares, not everything is chaos and terror, you can have everything under control if you want to. The "Dream" cards will give you unique powers which will give you great strategy when making decisions while playing.

The specters that roam your reality appear everywhere, and you can always find some kind of residual energy among the gloomy rooms of your mind. Energy orbs can be either helpful or harmful so be careful when you decide to approach one of these.

The mind is the most intricate and dangerous place you can be in, be very cautious and make precise decisions while you wonder that place. The "Madness Map" is the most challenging map of "Survive a Nightmare", you will have to quickly eliminate the specters, or they will eliminate you in the blink of an eye.

DESIGN, ART, EDITION, RULE BOOK AND ENGLISH TRANSLATION BY:
Damián Jiménez

© 2020 Damián S. Jiménez All rights reserved. No part of this publication may be reproduced, distributed, or transmitted in any form or by any means, including photocopying, recording, or other electronic or mechanical methods, without the prior written permission of the author, except in the case of brief quotations embodied in critical reviews and certain other noncommercial uses permitted by copyright law. For permission requests, write to the author, addressed "Print and Play: Permissions" at the address below.

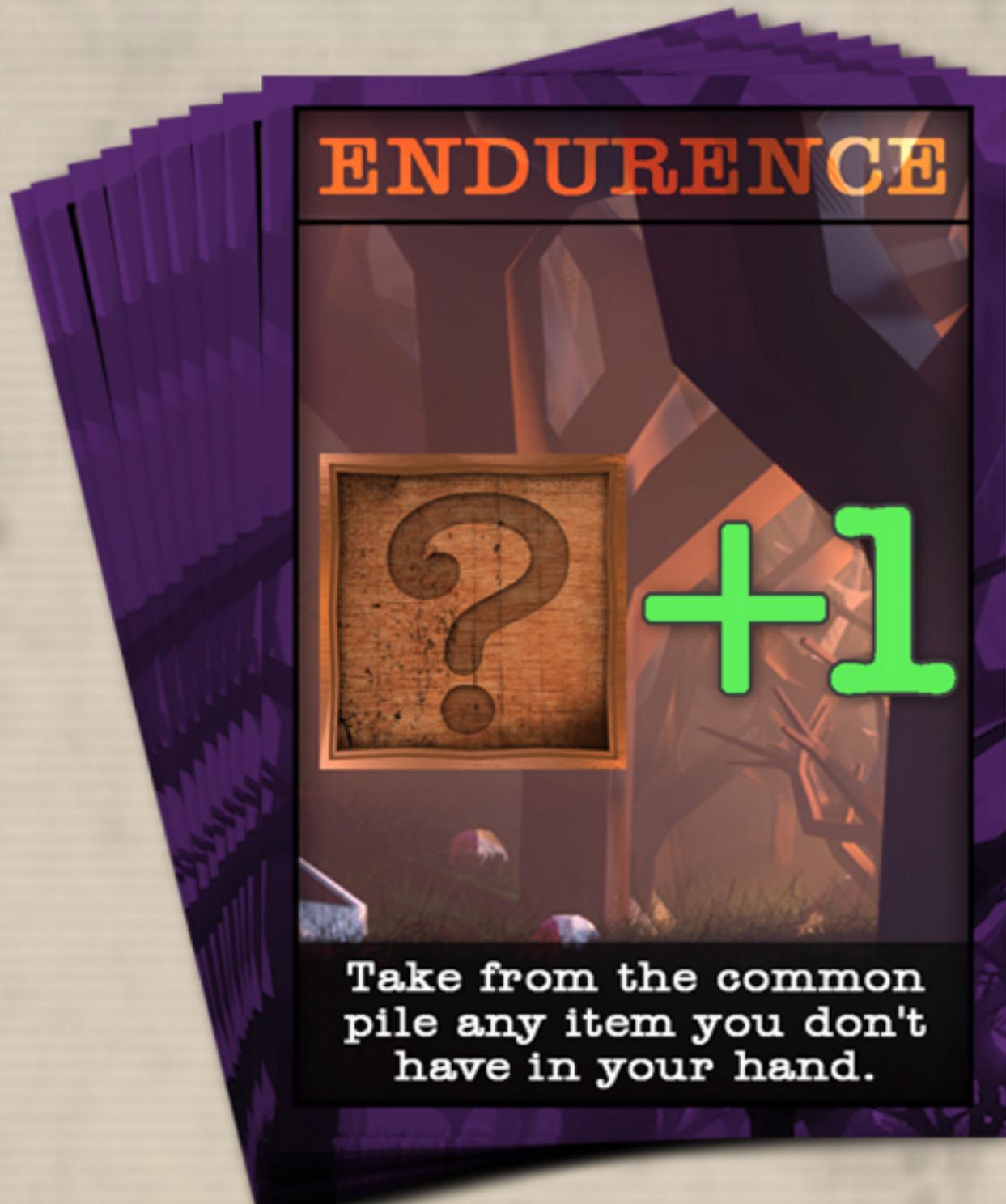
Damian.sj.ds@gmail.com

Survive Nightmare - Nightmare of Madness Print and Play First Edition: May 2020.

COMPONENTS



1 Extra Large Game Map
"Map of Madness"



10 "Dream" Cards
(base game)



5 Extra "Dream" Cards
(Kickstarter stretch goal)



1 Rule Book



9 "Energy Orb" Tokens

DREAM CARDS

Shuffle all the dream cards, and put them face down forming a purchase deck. Place them near your play area.

During your turn, spend 2 action points to buy a dream card. When purchasing a dream card, take the top card of the purchase deck.

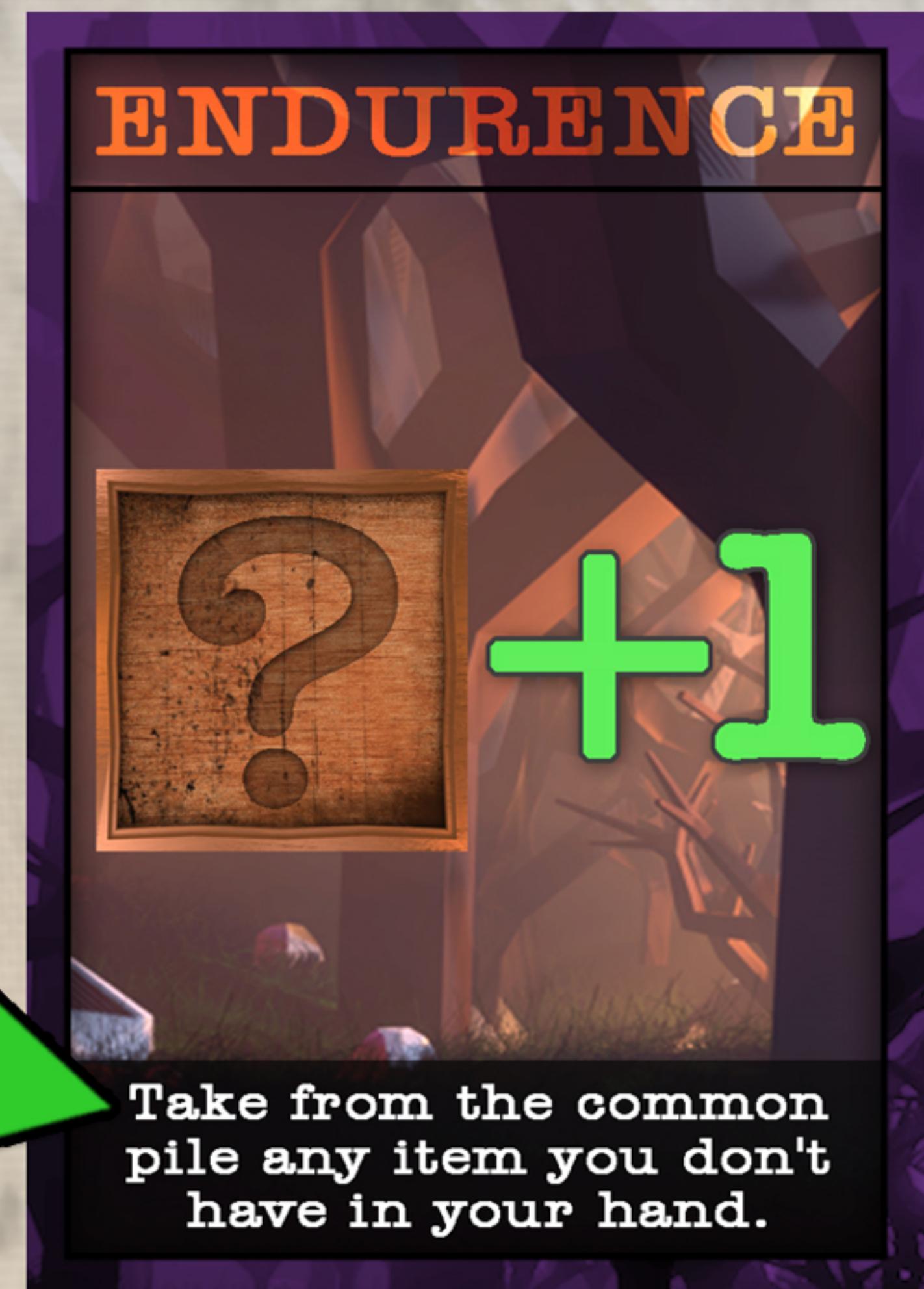
You can have a maximum of 1 dream card in your hand.

At any time during your turn, you can use your dream card without spending action points and execute its effect (even right after you buy it). The effect of the card is described at the bottom of the card.

When using a dream card, discard it from your hand, leaving it face up on the table forming a discard pile. If all the dream cards have been discarded, shuffle them again and create a new purchase deck of dream cards.

Optional: When buying a "Dream" card you can keep it face up and make the effect of your card known to the rest of the players, or you can secretly look at its effect and keep it face down so that the other players will don't know the effect of your "Dream" card.

*Note: If you are using the "Energy Orbs" in your game and at some point you receive an action point for taking one of these, you can take that action point into account to buy a "Dream" card.



MADNESS MAP

The only thing you require to play the "Madness Map" is to join the two parts of the map so that the rooms coincide horizontally, this way you will have a huge map where you can fight the specters.

The "Madness Map" is set up and played exactly like any other "Survive Nightmare" map. You must find the items required by the conjure section and take them to the conjuring room.

You can play the "Madness Map" in any game mode (solitaire, competitive or cooperative).

In the "Madness Map" you will find a new portal, it is used in exactly the same way as any "Survive a Nightmare" portal.

ENERGY ORBS

Energy Orbs will give you great opportunities during the game, more options and more risks that you must take into account during your turn.

Shuffle all the "Energy Orbs" tokens and place them near your play area in a common pile (tokens always facing down).

"Energy Phase"

At the end of the "Specters Phase" of each player's turn, a new phase named "Energy Phase" will take place in which energy orbs will be spawned inside the rooms. For this, follow the next steps:

1.-After finishing the "Specters Phase" of your turn, the "Energy Phase" begins, roll the die and locate the room closest to you whose number match with the number of the rolled die.

2.-Randomly take an "Energy Orb" token from the common pile and place it face down inside the room selected by the rolled die in the first step.

There cannot be more than one energy orb token in a room.

If the room selected by the die already contains an Energy Orb token, the placement of that Energy Orb gets canceled.

"Energy Orbs - Utilization"

You can take an energy orb token for free by being in a room that contains an energy orb token.

You can only take one Energy Orb token per turn.

There are 2 types of energy orbs, the blue orbs and the red orbs. When taking an energy orb its effect is immediately executed, the effect depends on its color:

1.-Red Orbs: When taking a red energy orb, immediately increase your panic level by +1 point. Discard the energy orb token after increasing your panic level.

2.-Blue Orbs: When taking a blue energy orb, you have to choose one of two options:

1.-Reduce your panic level by -1 point. Discard the energy orb token after reducing your panic level.

2.-Use the energy orb as 1 extra action point. You have to use that extra action point on the same turn you took the energy orb token. After using the extra action point, discard the energy orb token.

When discarding an energy orb token, place it "face down" near your play area, forming a discard pile (be careful not to confuse the discard pile with the common pile when taking tokens in the "Energy Phase"). The discarded tokens cannot be used for the "Energy Phase".

When all the energy orb tokens have been discarded, shuffle them again and create a new common pile from which the tokens for the "Energy Phase" will be taken.

If there are no energy orb tokens available in the common pile, the "Energy Phase" is canceled.

* You can use an Action Point earned by an Energy Orb to complete a purchase of a "Dream" card.

Can you survive your nightmares? ...

SURVIVE A NIGHTMARE

NIGHTMARE OF MADNESS

EXPANSION SET

KICK
STARTER